Web Images Video News Maps more »

behavior control virtual model emotion output (Search

Advanced Scholar Search Scholar Preferences Scholar Help

Scholar All articles - Recent articles Results 1 - 10 of about 19,700 for behavior control virtual mo

IPSI A computational framework for emotion-based control

J Velasquez - Proceedings of the Workshop on Grounding Emotions in ..., 1998 - ofai.at

... positive) or inhibitory (negative) input from Behavior Sys- tem I ... a syn- thetic character, and Virtual Yuppy, a ... is currently being used to control Yuppy, an ...

Cited by 46 - Related Articles - View as HTML - Web Search

[PDF] Exploiting Models of Personality and Emotions to Control the Behavior of Animated Interactive Agents - all 5 versions »

E André, M Klesen, P Gebhard, S Allen, T Rist - Agents2000 Workshop, 2000 - dfkl.de

... with an engaging and enjoyable experience; and (c) enhance the believability of virtual characters ... Employing Al Methods to Control the Behavior of Animated ...

Cited by 32 - Related Articles - View as HTML - Web Search

Integrating models of personality and emotions into lifelike characters - all 11 versions »

E Andre, M Klesen, P Gebhard, S Allen, T Rist - Proceedings International Workshop on Affect in Interactions ..., 1999 - Springer

... User Input from the Mind Control Interface ... action by activating the appropriate behaviour (sleeping, playing ... an action specification for the virtual environment ...

Cited by 82 - Related Articles - Web Search - BL Direct

Creating Interactive Virtual Humans: Some Assembly Required - all 33 versions >>

J Gratch, J Rickel, E André, J Cassell, E Petajan ... - 2002 - dol.leeecomputersociety.org

... The same set of parameters control many aspects of ... initial proposal to run a Virtual Human workshop ... and T. Bickmore, "BEAT: The Behavior Expression Animation ...

Cited by 124 - Related Articles - Web Search

Modeling coping behavior in virtual humans: don't worry, be happy - all 10 versions »

S Marsella, J Gratch - Proceedings of the second international joint conference on ..., 2003 - portal acm org ... Coping directs control signals to auxiliary reasoning modules (ie ... Behavioral

disengagement: Admit cannot deal. ... the issue of what focuses the virtual human on ...

Cited by 45 - Related Articles - Web Search

When Robots Weep: Emotional Memories and Decision-Making - all 7 versions >

J Velasquez - Proceedings of the Fifteenth National Conference on ..., 1998 - aaai.org

... it is likely that the Feeding behavior will not ... used this framework to develop and control various synthetic ... 1997] for a description), and Virtual Yuppy, a ...

Cited by 81 - Related Articles - Web Search - BL Direct

Fast Synthetic Vision, Memory, and Learning Models for Virtual Humans - all 16 versions »

JJ Kufiner, JC Latombe - Proc. CA, 1999 - doi.leeecs.org

... An architecture for action, emotion, and social behavior. ... of autonomous creatures for real-time virtual environments ... A layered intelligent control system for a ...

Cited by 55 - Related Articles - Web Search

A framework for modeling human-like driving behaviors for autonomous vehicles in driving simulators - all 4 versions »

T Al-Shihabi, RR Mourant - Proceedings of the fifth international conference on ..., 2001 - portal.acm.org

... 1993, pp. 103-119 [2] Cremer, J., Kearney, J., and Papelis, Y. HCSM: A framework for behavior and scenario control in virtual environments. ...

Cited by 19 - Related Articles - Web Search

A domain-independent framework for modeling emotion - all 8 versions »

J Gratch, S Marsella - Cognitive Systems Research, 2004 - Elsevier

... about plans that most virtual human applications have ... task-oriented dialogue, real-time control over verbal and non-verbal behavior and responsiveness ...

Cited by 126 - Related Articles - Web Search

[PDF] Guiding and Interacting with Virtual Crowds in Real-time - all 7 versions »

SR Musse, F Garat, D Thalmann - Proceeding of the Eurographics Workshop on Computer Animation ..., 1999 ligwww.epfl.ch

... Interactive Actors I Virtual Worlds ... Artificial Fishes: Physics, Locomotion, Perception, Behavior". ... Simulation: Abstraction, Representation and Control". ...

Cited by 24 - Related Articles - View as HTML - Web Search

Key authors: J Gratch - J Rickel - E Andre - D Thalmann - S Marsella

Goooooooogle»

Result Page: 1 2 3 4 5 6 7 8 9 10

behavior control virtual model emotic Search

Google Home - About Google - About Google Scholar

©2008 Google